

RollPlay



GM NOTEBOOK
ISSUE TWENTY4

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Hello Patrons! ████████████████████

I'm reluctant to call it a slow month, because we've been pumping out lore streams and faction turns and episodes left and right but there's been very little prep to do. Honestly, these are the best sorts of months, when you're able to coast on the prep you made and really flex your improvisational muscles. I think this is how I GM best these days, a long way from how things were when we first started. To compare and contrast, we're going to spend this whole issue back in 2015 (or 2016 maybe?) with Swan Song and Mirrorshades. Commentary ahoy!

Thank you so much for your support, and welcome to Issue 24 of the GM's Notebook.

*Adam Koebel
RollPlay GM*





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Mirrorshades: Episode Eight

SS2

① Review the Straw Poll data, hand out the Karma

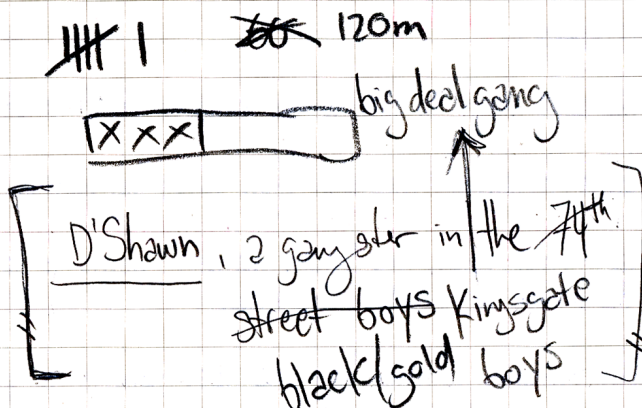
② Get everyone's Beliefs, Instincts and Goals

③ Sunday, August 14th ...

402 drain

10:00am: Redmond School for Awakened Youth

- when they're on the way there, play up the transition between the neighborhoods; there's literally a wall between the two warning "no police force patrols this area" warning, etc. They're going into a gangland war-state
- Maurice doesn't want to take the limo there, it'll get ripped off for sure
- describe tenement buildings, barred doors, barricades, "home security", drug dealers, BTL addicts
- the school is a repurposed, defended community center. The ~~Dean~~ ^{Dean} (Isiah ~~Graves~~ ^{Graves}, an eagle shaman) meets Hadiyeh personally, treats the Runners coldly, but with grudging respect
- the school is "protected" by an Ork gang (the 99s) who'll try to get the Runners riled up
- on the way back out, there's a confrontation with the Crimson Crush go-gang, who stop the PCs looking for a "toll"



Crimson Crush Gangster

SG: 453

99s gangster calls NightSass

BOD: 6 QUI: 4 STR: 5 Skills: Firearms 3 (Rifles 5), Driving 3 (Bikes 5), Armed Combat 4
CHA: 4 INT: 3 WIL: 4
ESS: ~5 MAG: 0 REA: 5+2D6
Allergy: Iron, mild

| | | | | | | | |
|-----|---|---|--|---|--|--|---|
| PH: | L | M | | S | | | D |
| ME: | L | M | | S | | | D |

Guns have Smartlink (-2TN)

ARMOR: Armor Jacket (5/3)

DMG: AK-97 (5M3) or Knife (7L1)

To save Pi

7

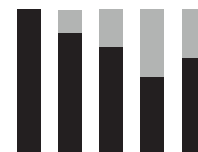
ASTRAL: 0 Defense: 3 Dodge: 5 Magic: 0

(Stats are for Ork gangsters. There is a Troll with them, for her, add +2 Body +2 Strength, Dermal Armor 1)

12:00pm: Ork Community Outreach

- simple, opportunity to see Ork poverty in the Barrens
- Hadiyeh is actually meeting with members of the Ork Underground about getting training for their Awakened

MIRRORSHADES



Kingsgate Boys

Anyone who knows anything about Shadowrun knows some of the best, goofiest pink-mohawk garbage in those games comes from the random “go-gangs” that inhabit the Seattle Sprawl. Intense bad-asses like THE HALLOWEENERS. So looking back at these notes, I can’t remember (and this is probably for the best) whether the CRIMSON CRUSH is a gang I made up or is some existing terrible gang. I’ll say this, the Kingsgate Boys are named after the ugliest, most depressing mall in Vancouver. Here’s to you, terrible mall. When you just need a name and the first thing that comes to mind sticks...

I don’t know if I ever told this story but as a kid, when I first started playing Shadowrun back in probably 1997 or 1998 I guess, I had a storyline in my game (whose players included a sports-obsessed magician named MANAMAN played by my little brother Cory who was 12 at the time) where the players were caught in a gang war between some gang I can’t remember and a group of toughs called THE IRON YUPPIES who were basically just rich dudes in suits but cyberzombies who also were in a gang? I don’t know, sometimes you have ideas that are really stupid. Especially when you’re 15.

The Dean

Sometimes there are notes that don’t make sense, random gibberish like “FLOAT PANT” or whatever but then there’s this random change and I can’t make any sense of it. The guy was originally the Dean of the Redmond School for Awakened Youth but then I changed his NAME to Dean? I’m confused, but that’s fine, this is all background stuff and we’re allowed to admit that it doesn’t always make sense, right?

Redmond

Nothing says destitution, racist systematic oppression and fun times driving around getting shot at like Redmond Washington. Which is actually relatively upscale in real life, but what did the FASA developers (who, I believe, lived in Chicago) know about that?

Swan Song

Prosper - ~~III~~ I

Sicarian -

- ① the other tickets were picked up by Konstantin Fang, a bounty hunter. His plan was to use them to lure Lord Lara out of hiding.
- ② Save Efram Newton until Piani really needs quiet, stealth, etc.
- ③ James Han gets back to Piani - the Kafkaesque was supposed to show up, but didn't.
- ④ Wu says: Life support 80K / 2 weeks work } variable by 10% w/ Business rolls
Power upgrade 200K 1 mos

Events

⑤ Durand sends Prosper a "diagnostic program" to install in Pi

- go to the concert, meet Konstantin (who tries to kidnap Lord Lara)

he knows: Lord Lucas wants her alive
He's paying \$200,000 for her
the drop-off is TBD ~ he's supposed to contact 2 number

- II of Wands

 - mountainous world
 - obvious war
 - tanks (strange, sleek design)
 - Grav weapons

- the Kafkaesque (and crew) are in the hands of the Highbeam Fleet, who plan to sell the ship and give Lord McCrany to his family for ransom
- Kalayz Bia wants to meet with Higgs ~ Randy's stick had sensitive production data she needs back
- The Madari want Lord Lucas because he knows how to access Cabralesse secrets (DNA locked)

[Adjust your webcam on breaks!]

* Nika Concert = huge event w/ 100,000 people, pyrotechnics, etc. music described as "drive-space dub w/ traditional Mandarin operatic influence"

→ Konstantin Fang is there to capture Lord ~~Lara~~ Lara by giving her tickets + having his agents keep an eye on her

- A dressing room door says "STARLIGHT", inside, a girl w/ a headset on, bright pink hair, plastic dress + huge shoes, looking at her phone + eating candy

• A man says "It's time, Nika" and she grins + says "let's do it!" and winks at the camera

• fade out to NOISE + the titles say "Two days earlier"

AC 2

~~25~~ 21
~~26~~
27

SWAN SONG

TRANSMISSION: 48:7A78:G611

PROSPER 6, SICARIAN 0

What was I tracking? There's no way to know. Unless you're watching this episode while you read this, in which case tweet at your boy and let me know what the heck this is about.

The Concert

For some reason, the fight with Konstantin Fang at the Nika Starlight concert is one of those moments in the game that really sticks with me. I can remember it super clearly, while other moments are fuzzier or just didn't adhere. If you know me at all, you know how bad my memory is, and I feel like this is one of those memories that'll just be in my brain forever. Funny how that goes.

[ADJUST YOUR WEBCAM ON BREAKS]

Good advice. Why? I don't know, but hey, don't forget about it. It's in red ink, after all. Serious stuff.

Drive-Space Dub

Thank goodness for people like Drumurboy, Burnerman and Absent Minds for being able to create cool songs that go along with these campaigns. I'm an avid music fan and listen to SO much music all the time, basically (for example right now I'm listening to Balam Acab - i am homesick and tired without you; my heart beats for you <https://www.youtube.com/watch?v=olvlUlv3kXo>) and so it's a big part of how i imagine the worlds I create but since I can't actually make music I end up relying on other folks. It's really cool when this stuff works out - I remember getting chills listening to the first Swan Song theme and I still do, when I go back.

Swan Song

- Konstantin Fang (ship named Gacey) took the job from Lord Lucas on Asa. Lucas said he'd be on Majid to collect. Fang was going to get paid by Lucas then kidnap him + take him to the Syndicate
- ① Konstantin tries to escape and get back to his ship. (and finds out about the Sicarian bounty, calls Higgs)
- ② Fate's Rangers show up on Strophious
- ③ The "II of Wands" shows up, too. ~ Pi was constructed on Andoni in 1100 AD by aliens

NPCs:

- Lord Lara McCrary
- Ms Fate + Fate's Rangers
- Captain Pierre Du Lac, Science Officer Sylvain Laroi
- Konstantin Fang
- Majordomo VI Unit B-446 (in the Gacey)
- Ephram Newton

* the Kafkaesque is in the hands of Highbeam pirates

built to create a fresh start for the post-war Shindelian colonists.

- * Fate's Rangers want to capture Mr. Sicarian, alive, and bring him to Sicarian's ship for "justice"
- * Lord Lara wants to pay Piani for saving her (20,000 credits) and then wants to make sure the mission happens
- * Fang wants to a) get away safely b) learn more about the Swan Song and c) capture McCrary as planned
↳ he calls Higgs to arrange a meeting to discuss splitting the McCrary jobs with the crew
- * Cpt. Du Lac + Lt. Laroi want to examine the computer core and reboot some of the bad data, awakening some of Pi's memories (they also install reporting subsystems to have Pi call home at regular intervals)
- * Ephram wants to confront Piani about what happened ~ he's a psychic working in the New Prophet Holistic Wellness Org now, and hopes to forgive her and show her a better way

Nika's Agent ~ Winston Chau

[AC 2 ~ 21hp
dmg 2dB]

~~Lady McCrary onboard~~

↳ Sicarian is part of Pfokuhauer unit, he was in charge, framed for killing a high level Pfokuhauer officer.

Pi knows the PCs

[Sgt. Ivchenko ~ Dome Sec]

twitch.tv/adamkoebel
@Skinnyghost

[Thur ~ Roll 20
Frid ~ BEE
Sun ~ WM + Sven GM]

SWAN SONG

TRANSMISSION: 6A:45BG:49AB

Gacey

Obviously supreme bounty hunter edgelord Konstantin Fang (who I think I 've already said was named after my friend Tyson's SWN character from the first time I played the game?) has a ship named after a serial killer who dressed up like a clown. Then again, more than a thousand years and maybe the name Gacey means something else. Nah, probably murderclown still. Makes you wonder, would the scream have messed things up enough that we'd end up with little Hitlers running around and nobody having context for the name? I guess we name our kids Alexander...

Pi Was Constructed

I just straight up drop this huge lore bomb right here, though I don't think it was ever stated as much in the show directly. Pi was very old and very powerful, though his splintering with the Warmind obviously messed with both of them. I have this powerful desire to understand duality - you can see it all over Court of Swords, too. I think some of that came out with Pi and the Warmind.

Fang Wants

A classic trick of prep for me, and a basic tool I think I'll always go back to. Not sure what to do? Make a list of the NPCs and decide what they want. Then go. That's often all you need.

Pi Knows the PCs

But do they know my twitch URL and my twitter? Did I think I'd forget these things?

MirrorShades: Episode 9

① Pre-show stuff, review Belief, Instinct, Goal

② Karma spend?

③ Set up scene ~ Ms. Johnson works for Shiawase, has been tasked with "sending a message" to an errant shareholder, one Mr. Ken Yuritama. She uses her budget to hire some shadowrunners to destroy his property. The job is 10,000 on delivery of evidence that he's changed his mind.

① Kirk

② Bird

③ RAINBOW

④ douche

Complication: Yuritama has hired some runners of his own until he can offload the shares. They're protecting his home, car + his person

④ The Opposition: Yuritama has recently moved into a secured community in Everett, with walls, security drone patrols + corp-restricted access. In addition, he's hired a triad of Shadowrunners to protect him.

- A street samurai ex-gangster security expert, General X

- A troll street samurai bodyguard, TOMBSTONE

- A shit-hot elf Magician, the Saint

~~TRIKI~~

~ dat birb ~

hired by Takahashi
via A fixer named
MASTER PHREAK

⑤ The Deal: Yuritama is a major shareholder in the Shiawase corporation, but inherited his shares from his grandfather, Yoshi Yuritama. Ken doesn't want to play nice and plans to sell to Renraku. His disloyalty is going to be repaid with threats and violence.

⑥ NPCs: > Kenji "Ken" ^{Takahashi} Yuritama: 1/2 Japanese son of a Seattle billionaire + 2 Japanese heir. Bruce Wayne type. Very modern.

> "Ms. Johnson" Aiko Nakamoto, loyal employee of the Shiawase corp

> TOMBSTONE, a troll bodyguard

> General X, security and defense expert

> the Saint, elf magician and combat specialist

CRUSHER IN A
GANG, NOW

① Introduce the mission locale: A tea house called "The Chrome Rose" known to have been frequented by Yakuza.

② Ms. Johnson, Shiawase human Japanese citizen

③ Mission: find the target, go to his house, wreck the place, leave her card

④ Prep!

↓ Lake Heights, Bellevue



Ken Takahashi

Oh boy. Here we go.

Episode 9

I had no idea what we'd call the Japan arc started so early. Episode 9! That's the weirdest thing about revisiting these notes - I'm constantly surprised at when various things happened. Some stuff took forever, some blazed past despite my feeling like it took forever. It's a trip how memory and reality are warped.

This is a pretty good look at the high end setup for a Shadowrun mission, though usually I'd add in some kind of unexpected complication. Though with Bomb Threat, I think I knew by now that they'd do that on their own? Complications are a tricky thing in games because too many of them and the PCs can feel like things are dragging on, too few and you blow through your prep without giving anything a chance to breathe. The only complication here was just that Takahasi Ken had himself a shadowrunner cadre.

I love pitting adventurers against other adventurers. It's so much fun to be like "yes, this is what you look like, PCs" and watching their reactions. It's one of my favourite things. Nothing gets fun behaviour out of a group more than putting them up against a funhouse mirror NPC party.

This mission was basically set up to take a look at the Japanese stuff in Shadowrun - obviously a huge influence on cyberpunk at the time and sort of considered a de facto requirement. It's why you see random kanji (or worse, kanji-esque illiterate scribbles) on cyberpunk art. I didn't expect we'd, you know, actually go to "fucken Tokyo".

Swan Song, Week 19? 20?

Psychic: PE save Sic ME saw target
-4 to hit, panic

- Ship in orbit over planet Strophios
- Some other spaceships in the sector:

- 1) the CSV II of Wands, captained by one Pierre Du Lac and w/ SciCorp officer Sylvain Le Roi
- 2) PTC Hand of Fate, carrying a dozen Pfortenhauer troops + one Ms. Fate, here to collect Mr. Sicarian (found the Swan Song via torturing Mr. Falcon before he died)
- 3) the Gacey, captained by Konstantin Fang, noted bounty hunter, having just left Strophios

- basically everyone converges on the Swan Song at once
- Fang has last known co-ordinates on the Kalkasque (now in the hands of the Highbeam Fleet)
- the Fleet core was last seen in sector 103

* Jack Baker calls Sicarian w/ a message: "Falcon is dead"

(Remember Jones Han / Efram Newton)

"What happened on Andoni has been such a boon"
"There's a good chance we've found another one, the La Fantome believes it could be La Lane"

Ambient data from the Warmind

Prosper: Increase Pi's capabilities. (350xp)

Piani: Keep the crew alive. (125xp)

Higgs: Keep Fang alive until I can con him. (125xp)

Sicarian: Defeat Fang (variable) (125xp)

9 = fake footage

August 2nd to reach station.

Fang's "given up" on the bounty (not really) he called the Rangers here
(message to Highbeam asking for info.) Mr. Falcon = dead

Pfortenhauer duelling, that's a thing. Titan wants to duel w/ Sicarian.

Pi got modified...

* Next session start w/ a Pi, Andoni)
memory (Shindethan colony)

Dialogue between Sicarian and a friendly Pfortenhauer

SWAN SONG

TRANSMISSION: 34:T451:148C

Pierre et Sylvain

The more space French I could throw at Higgs, the better. I do sort of wish I'd had more opportunity to flesh out the Cabrales. I think there was a lot of neat stuff there we never got to see. That's true of so much of the universe, though. It's something I'm fascinated with for Far Verona - the space feels much less empty, already.

Goals:

Looking at these goals, they're such a fantastic snapshot of the priorities of the players and their characters. Prosper had this overlapping desire with Piani to help Pi reach full potential, though he was driven, in part, by religious fervour. Piani (like b0nb0n honestly) just really wanted to keep shit from going downhill, on fire. Higgs' is my favourite here, he just wants to keep this dangerous bounty hunter alive until he can rip him off and of course, Sicarian wants to kill the dude. Player-driven goals (or Beliefs, or whatever) are some of my favourite mechanisms in tabletop games. I love letting the players set their own agenda and I think it's crucial to sandbox style play.

Titan Wants to Duel w/ Sicarian

Even the big bad boys make mistakes sometimes.

Swan Song: Ep 20

→ Jorgen Odinson (~~Lodge of Odin~~) (the Well of Memory)

- pan down to a small planet, blue and mountainous, orbiting a gas giant
- subtitles (first in a strange language, then in english) "Shindelian Colony: Andoni. 412nd year of the Ar'zen Dynasty."
- strange ships, long and bulbous, bristling with weapons come into view
- FADE TO: An underground bunker of the same configuration, being shaken by bombardment
- cloaked figures stand around a strange computer, they speak in a language like bones breaking
"It is done, the seed is planted." "Can we be sure the war mind will not find it?"
"We can be sure of nothing." "Then all that remains is to wait." "Yes, and pray the gods forgive us."
- Landing vessels arrive, unloading tanks, troops in power armour, a mechanical horror emerges: an octopodal mech, emblazoned with sigils, a commander addresses it:
"We've found them. Soon the seed will be yours, war mind." Shindel: dinosaur aliens fallen from grace
"GOOD. SOON I WILL BE COMPLETE."
- Suddenly, a brilliant flash, fire and explosions, screaming and all is white.
- Fade in to the core of the swan song. The "off/on" light for the computer system blinks on

* Pi was built by the Shindelians to record and maintain the archives and technology of their people before they were wiped out by their own horrible civil war. They were made from the same AI as war mind, but stolen from him.

(mjolnir) →

- THOR'S HAMMER -

Go to Thor, "pick up" cargo set out.

[Higgs wants to contact Nika]

* Pi remembers very little, but will slowly recover, given time.

① Fong + Fate meet up and discuss their plans.

② the Kafkaesque and the Highteam Fleet Core are in Lardice (lay-o-dee-see) attending a trader's flotilla on Sigrid (in the hands of Fleet Captain Kazi Saito)

③ Sigrid is an unstable volcano-world populated by a viking culture w/ alien planetology tech shared with a hulking local alien species called the ~~Wa~~ Wa, who live in tribes and are TL 4 themselves

(Saito will sell Lord Lukas + the Kafkaesque for \$2,000,000 (more or less) but won't just sell McGary. [glass eye])

SWAN SONG

TRANSMISSION: 78:14B5:H115

Shindelian Colony: Andoni 422nd Year of the Ar'zen Dynasty

Straight up ridiculous sci-fi ancient aliens bullshit and I love it. The Shindelian space-wizard bird monster situation was just too much fun to goof around with. I love me some mysterious progenitor species with a dangerous agenda. Doing the start-and-end vignettes on this show let me show off weird crap instead of just lore dumping it during the show. This is a technique I absolutely love and part of why I think the desperate urge to avoid metathought or non-immersive scene framing in games, even OSR style games, is so frustrating. Showing the players something off-screen that their characters would never know is a tonal move that I think can really help with the game. It's especially vital, in my mind, to games that are streamed. We have basically the one way (description) to beam an image or a feeling into a person's brain and when you have an audience, I find relying on the tried-and-true methods of cinematic storytelling really help. I hope you do, too!

Thor's Hammer (Mjolnir)

Okay I mean was I going to forget what Thor's hammer is called?

[glass eye]

I'm sure this won't come up again.

Episode 10: Mirrorshades

- ① Kenji Takahashi and Night Sass go to an all-night Sushi-and-Diner joint called Sushi XXXtreme to hang out.

Kenji's plans (as potentially revealed by a decent CHA roll):

- visiting America to take a break and embrace "decadent Seattle culture" before returning to Japan to claim what is his ~ a majority in Fujiwara Technical Concern, a subsidiary of Shiawase (they make cybernetic interface controllers)
- his enemies in the corporation want to see him thrown out because he is half-white
- he respects both of his cultures and wants to force Fujiwara into the future

Two lines:

- ① the PCs continue the mission, wreck his stuff, Johnson tells them it didn't work, so offers ¥100,000 to kill him.

- ② the PCs don't continue, abandon the mission + Shiawase sends runners to kill them.

- ③ the Runners agree to kill Takahashi, and contend with his bodyguards.

- ② It's B'Dn's birthday (August 29th, 2050)

wheat = 1 sux

(a gift arrives @ the house ~ a mysterious code puzzle)

* "May I?" (RAINBOW'S REVENGE) [he lives in Everett]

* CHA = 4 sux

Computer test =

birdname = also

(2 thres)
[6 dif]

[Prospect]
[Rick]

No. 6 Happy Cat

Enemy = RAINBOW AVenger (pinkflame? etc.)

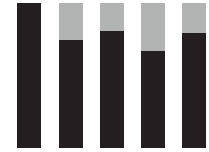
enzo esposito
"cousin enzo"

Ep 11

Enzo + his cosa nostra goons send the cops away, but want to talk to Night Sass about her debt. They need a local chapter of the ancients wiped out + would call it even.

Takahashi awaits "Hot Kathy" rad Italian tough babe = Francesca "big fran"

Rick, teen pledge in the KGB [Breakdown's Family (crush on BD)
(Kenji's family is dead)]



Kenji Takahashi and NightSass Go to An All-Night Sushi-and-Diner Joint CALled Sushi XXXtreme to Hang Out

And it all goes downhill from here. It amuses me that the plot of this Shadowrun was basically to corrupt a dude who was on the Japanese corporate version of a rumspringa. I think Kenji was a mostly decent guy but of course, contact with the PCs will ruin any NPC's life regardless of what else might be going on. What I originally intended to be a closer look at the Japanese / Seattle cultural situation ended up a total fiasco and I love it to death.

It's b0nb0n's Birthday

I don't know what year b0nb0n was born but it can't be too long, now...

"May I?"

There is a ton on here that I just can't possibly attempt to understand now. What is the No. 6 Happy Cat? What does "May I?" mean?

Cousin Enzo

Obviously, Cousin Enzo was named after Uncle Enzo, former marine commando and "the Sicilian Colonel Sanders, the Andy Griffith of Benson-hurst".

Swan Song: Episode 21 (Sept. 14, 3200)

(1500xp for McCrary)

- the crew now has possession of fleet captain Saito's prize: Lord Lucas McCrary, who is worth a great deal to the Madari Syndicate (Asian trade secrets) and to Lord Lara McCrary, who wants him dead or imprisoned.
- Fleet Captain Saito has asked the PCs to recover a package for him from the planet Thoe.
- Thoe is a TL 3 / TL 4 verge world whose genetic engineering protocols are the best in the sector. They're a small world, populated by people who value culture and science above all else.
- The citizens of Thoe have engineered gender out of their biology completely; they're all agender people and are in perfect physical condition ~ they look at gender as an unfortunate side effect of unascended biology
- * the package is a collection of biosamples, research data and one specimen (living) of the Thoean "uplift" project ~ an octopus named Howard

① The Mission: when the PCs arrive in Thoe space, the Space Defense Organization contacts the ship and tells them the rules:

- weaponry of any kind is forbidden on the planet
- all ship traffic must land at the Southern Pole Isolation Zone
- transit permits and bioscans must be obtained and processed
- visitor visas cost 5,000 credits and last one Thoean week (science work permits are more expensive and require credentials)

Sidney, Avery, Emerson, Rowan Riley, Zion Reece, Eden Marley, Jordan Hunter

② Complications: their contact, Doctor Ariel Graves, sends them a message via a courier at the Isolation Zone telling them to meet ~~him~~ in two days, at noon, in the Cafe Luna outside Enlightenment Square. ~~But~~ They'll deliver the package then.

If they meet Dr. Graves, they're told that the package is in a facility in town, but that it is under lockdown. They give the party access keys and instructions, and get the impression this is all happening under severe duress.

The PCs can choose to breach the facility and gather Howard (the octopus) from the lab, or bail. If they bail, they've made an enemy of Saito, who sends ships after them.

SWAN SONG u/g: Added power: 5 (allowing for a rank 2 drive + 3 pow / rank 3 drive + 1 pow) / on Majd
(100,000 cred) (200,000 cred)

Thoean Guards: AC 4, Saves 14+, Move 30, dmg 1d8, Attack +4, Morale 9 [hp 10]

(10) (10) (10) (10) (10)

(Improvised Exploratory Device)

Van Dorne's

Piani ~ volcano forge home

[video is faked by Pi] he uploaded something to Pi

[Rafterman Group]

Nik's.

Agency (Winston Chen)

SWAN SONG

TRANSMISSION: 45:890P:GA77

Thoe

I liked this planet I'd created, a weird intentional backwater with a focus on science and an engineered lack of biological sex or socio-cultural gender. I wanted to explore some topics of personality and humanity and how we interact with those topics. I had hoped the PCs would have some thrills, some philosophical talks and they'd come out the other side having learned an interesting lesson about their fellow humans. Instead we had them steal a talking octopus for some pirates and then give it a knife.

Sidney, Avery, Emerson...

A good name list never goes awry.

Doctor Ariel Graves

Ariel Graves is named after a friend of mine, whose name is Ariel but not Graves. I took that last name from the Dean from the Mirrorshades episode some weeks prior, I think. Never hurts to reuse things!

Van Dorne's Improvised Exploratory Device

What even is this, Rajani? I have no idea.

Swan Song Ep. 22

[10] [Scorpius]

- move towards letting the crew focus on their own priorities

- ① turning in Howard to the Pirates = ~~750xp~~ 325xp
- ② the Madari are done with McCrory in 2 weeks
- ③ Pi explains to the crew

Pi wants to finish the job they started.

- a) it remembers why it was built ~ to stop the Warmind by merging with it
- b) it's been trying to contact others of its kind to help ~ McCrory gave them the code to do that
- c) they need to interface with La Fantome to confer (and stopped the Madari from getting it.)

- the Pi arc = go to Cabral, talk to God, get body, leave the crew

- ④ Titan sets a date and time: the Seigfried, his battlecruiser ~ Midnight Pelasgon local, December 22nd Ms. Fate will be his second.

rules: single combat, powered armor and weapons of melee-strength. No psionic interference (adjudicated by a Pfotenhauser Sensitive). To the death.

- * Design two fighting styles: Wolf's Head Brotherhood and Pfotenhauser Powered Combat Armor

The ship has 5 extra power now. * TITAN: pick some cybernetics, stat him out.

(7)

- * La Fantome wants to control Pi, the Warmind (who she calls "The Hierophant") and all other AI

- * Mr. Sicarian is dying = his cells are degrading, mutating / breaking down

- ⑤ If the PCs go to a populated system, Higgs is contacted by Vincent Pollard, of the Ratterman Group who wants to film them breaking Nika out of jail (or dying in the process) but who also secretly wants to frame them for killing the New Prophet.

[Howard: He's the product of Uplifting.]

⑩ ⑩ ⑩ (Howard to the Fleet)

* [Gunnery +2 / 1d3 dmg]

* James Ham, customs agent (now a blue fever dealer)

on Majid: Blue Fever EVERYWHERE, it's a fucking epidemic. (Engineer Song)

(Pieri + James lunch)

"6 seasons + 2 movie" (Robot parts)

[left Higgs on the planet to die ...]

[higgs hunted someone but didn't kill them because he turned his back on God.]

SWAN SONG

TRANSMISSION: 9C:N454:DE11

Move Towards Letting the Crew Focus on Their Own Priorities

I feel like I never quite got there, with them. Like, there were a few side quests here and there that were exclusively player-driven but mostly it was about Pi and the business of their collective destiny around that little munchkin. Then again, that's just me remembering it from a few years later. Maybe we all just fell into narrative alignment and followed the Pi train together? I don't know, it's hard to have perspective, memory tends to compress these sorts of things. Swan Song was a pretty long show and I certainly don't remember every detail. That's what's so great about RPGs - you have these intense detailed moments with them, and then you tell the story later about how they went and they're two different but equally vivid and valuable things.

Titan Sets a Date and Time

It's funny how cinematically I remember the duel with Mr's Sicarian and Titan when in reality, it was pretty typical "I attack you" "I attack you" "I attack you" D&D style fighter vs fighter bullshit. Still, kudos to Geoff for helping me make it fun. We'll talk more about it when we get there, but I wanted it to be interesting. Even the martial arts stuff that I played with from SWN didn't really do much or appeal to me. Still, it was good to take a look at and establish some potential.

|VINCENT POLLARD|

Vincent Pollard, a tightly wound mess. This dude was just an homage to Hunter S Thompson, to drugs, and named after Cayce Pollard. Still, it's fun to be able to out-gonzo Higgs now and then.

Left Higgs on the Planet To Die

Who did? I mean, we've all thought about it...

